

SOLARIA

Production Diary

Eclipsed Sounds

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The Production Diary also has an online component on our website - to access the online content linked in each section, the password is: *TheSunIsRising*

Foreword

7 months ago, thanks to the extraordinary support, generosity, and passion of crowdfund backers, the Synthesizer V SOLARIA project was fully funded. This entire effort was a labor of love for vocal synthesis and the vocal synthesis community from the very beginning - with a start that dates all the way back to late 2018. From the first concepts for the vocal, the most important aspect was making sure SOLARIA suited the diverse needs (and wants!) of vocal synthesis users.

For the last 3 and a half years, our team has been meeting for several hours at a time a few times a week, and working countless hours outside of those meetings, all to try and bring this virtual vocalist to life. What started as a simple question of "could we *really* do that?" turned into a full-blown business plan, became a crowdfunding pitch, and culminated in a commercial release. Above everything else, we sincerely wanted to provide the best possible voice database that we could. Our entire team has been in the vocal synthesis scene for many years, and at the end of the day, SOLARIA is a love letter to the entire vocal synthesis space. With this new era before us, we hope that you, as a crowdfund supporter, are as proud to have been a part of this project as we are. We can't wait to see what awaits SOLARIA in the future!

Thank you all so much for your support of our team and of the SOLARIA project. We hope that we can continue serving this amazing community, and that we can always strive to be a company that you can be proud of.

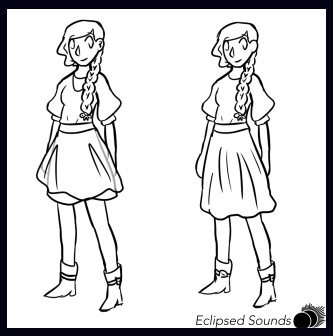
- Eclipsed Sounds Team

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2018

SOLARIA's journey began at the end of 2018, when our CEO (Elijah Damon / "khanadee") met our vocalist Emma Rowley by chance at a recording studio where they both worked. After he pitched the concept of voicing a vocal synthesis database to her, she was immediately interested, but was too busy to formally sign on and begin work just yet.

Around the same time, Elijah also sent his first semi-informal inquiry regarding the project to Dreamtonics. At this point, SOLARIA didn't have a true name or design in mind, only the initial premise - to have Emma Rowley become the vocalist. The project at this phase was affectionately nicknamed "Emmaloid" by Elijah - and then the very first loose concept sketches were drawn up.



"Emmaloid" - the initial concept for the project that became SOLARIA

2018 ended with the project still only a vague idea, and an unclear path ahead for Elijah.

2019

Half a year later, it was time for the project to begin in earnest. For the vocal, Elijah possibly had a voice provider, a basic character idea, and the very first communications with Dreamtonics, and hopefully the possibility to develop for the then-new Synthesizer V.

July

In July of 2019, Elijah would invite three others onto the project - Niamh Easter ("niamhsboba"), Taylor Hennessy ("celestrai"), and IrunaBara. After bringing the group together, Elijah explained the state of the project, and planning truly began. It was decided at this time to re-register Elijah's LLC "Eclipsed Sounds" for the business side of this project, and to focus on logistics planning, such as each member's primary responsibilities, began before anything else. Taylor became the lead developer and outreach manager, Niamh the lead designer, and IrunaBara internal consulting.

Before aiming to create SOLARIA, Eclipsed Sounds, LLC, was a company that created authorized, fan-produced merchandise for other vocal synthesizers! However, creating new vocals was always its hopeful end goal.

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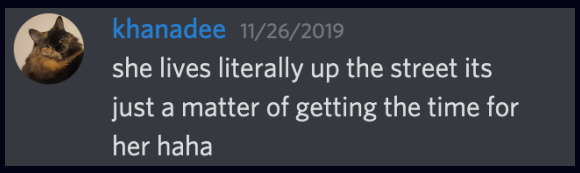
November

On November 26th 2019, we decided on the vocal codename, "CORONA", as a reference to our company's "eclipse" theme, hoping to theme the character mascot around the sun. *This codename would later be changed for obvious reasons.*



One of IrunaBara's initial concepts during this time.

At this time, we further discussed our company's long term business plan, and for the first time talked about crowdfunding as a possible avenue towards completing the voice database. While the project was always based around the goal of securing Emma Rowley as the voice provider, she was still very busy at this time, and part of our company planning was ensuring the project timeline would work with her schedule.



Elijah discussing Emma Rowley's availability - at the time, they both still lived in the same town.

December

In December, while Emma Rowley's schedule was still packed, we shifted our focus towards developing a character design for the voice. In vocal synthesis spaces, having a character design for a vocal is a tradition of sorts, and it helps to immediately get across that the software is a vocalist. We put in more concentrated work towards developing a "look" for the character, and during this time she became a sun goddess.



Concept refinement by Niamh - during this time you can begin to see the final design forming.

2020

By 2020, the project had been through a lot of business preparation and waiting for other pieces to fall into place. We had a character concept, the initial outreach to Dreamtonics, and a mostly-confirmed vocalist. What we didn't have yet was a formal proposal, or any idea what the future would hold.

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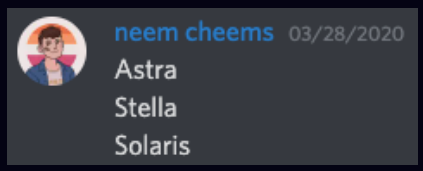
February

During February, we finally decided on crowdfunding as the way we would procure funding for the vocal database. While crowdfunding was a more challenging option than the alternatives, we knew with a great deal of research and preparation that it could be possible. We collected a large amount of successful crowdfunds to study from - including fan projects within the vocal synthesis space, other software crowdfunds, and any stand-out projects that we felt we could learn from.

At this time we also discussed creating a test voice on a free vocal synthesis engine for the crowdfund, but we decided against it to avoid miscommunication during the project's most critical phase.

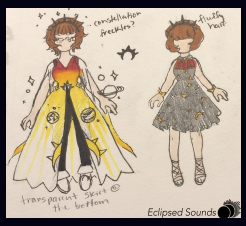
March

In March, the COVID-19 pandemic hit the United States, slowing down our production as we tried to sort out our personal lives and living situations. We took this time to further develop the character mascot concepts, and also to change the name of the project. While "CORONA" was never meant to be her final name, even just referring to the project as that during this time internally left a poor taste in our mouths. It was then that the almost-final name of the project - "SOLARIS" was decided on.



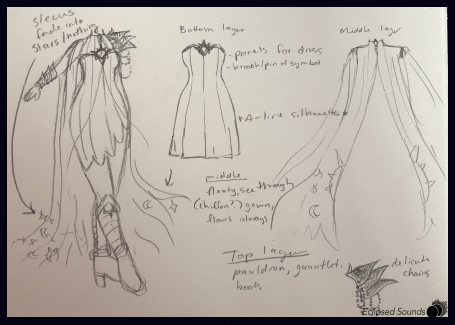
Niamh's name suggestion list from this time - the first time the name SOLARIS was used for the project!

During March we also had our first character design-intensive meetings, resulting in the concept sketches seen here. At this time we saw the final design taking shape, but wanted to be sure we explored many different options and atmospheres to create the best final design.





Concept sketches by Niamh (above, right), and Taylor (right) show the commitment to an elegant yet powerful look.

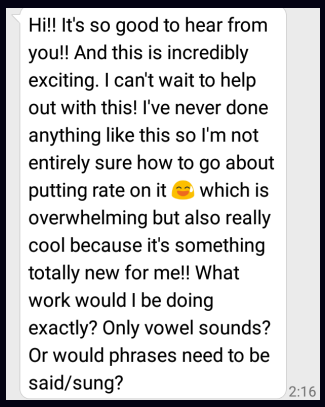


Concept sketches by Niamh that show the first iteration of the final dress structure.

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April

April of 2020 was when our project progress really started to pick up. On the voice provider front, Emma Rowley got back to us and officially confirmed her participation as voice provider, although she was totally new to the concept of vocal synthesizers and unsure how the recording process would go. This didn't stop her from being totally enthusiastic about the project, and with our voice provider finally signed on for sure, we were working even harder to develop our plans. After reinstating our status as an LLC formally within the state registry, we focused on improving our crowdfund plan during this time, and developed further design concepts for the vocal's character mascot. During these further character-intensive meetings, it was decided firmly that many aspects of SOLARIA's appearance would be based on Emma Rowley, but with a twist - such as Emma's summertime freckles becoming star-shaped freckles that formed constellations on SOLARIA's cheeks. SOLARIA is white, like Emma, but instead of being on the paler side, she has a heavy tan as a result of her being near to the sun much of the time. At this time, we also considered providing "canon" character information for SOLARIA, but we decided to avoid this as the core of SOLARIA's project is flexibility for users' projects. We worked hard to ensure the design would be complete before other areas of the project opened up for progression.

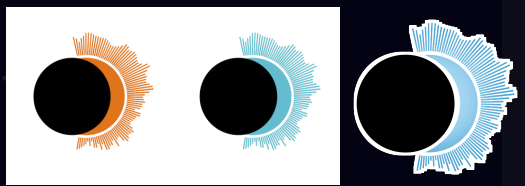


Excerpt from correspondence with Emma in April of 2020



Notable design updates over the course of April by Niamh.

April also brought with it the first iteration of the company logo. While the concept was clear from the beginning, featuring an eclipse with an audio visualizer emanating from it, it clearly needed more revision before it would be ready for commercial use.



Initial logo concepts by Taylor (above)

Near the end of the month, we had an internal discussion to select an artist we hoped to work with for the project. This is when we came across the work of Superstellar. Her high level of technical skill, artistic flexibility, and natural stylistic fit for the project were reasons why we selected her almost immediately. However, we had to make more progress on concrete aspects of the project before reaching out to her in an official capacity.

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May

In May, we were able to concretely plan timeline and business strategy for our project. During this time, we were meeting as much as possible to try and work on the project, often 3-4 times a week for 3 or more hours at a time. As we were waiting for further information and correspondence from Dreamtonics, we used these meetings to make decisions about business logistics, creating and transferring financial accounts, and most of the team contributing a good deal of our own funds to establish a starting asset base.

Around the middle of the month, we received information about the second release of Synthesizer V, and got an early look at the plans for this version of the engine. We also learned at this time that we had missed the first wave of vocal production, and that our project would not be progressing over the time period we had initially expected. However, this would give us a golden opportunity to flesh out every aspect of the project thoroughly before launching. Now that we had information on the cost of production, we were able to plan in greater detail as well.

With these new details, we created our first full draft of the crowdfunding campaign for Dreamtonics, and sent a detailed "pitch" about our whole project including our character mascot ideas, voice provider samples, 60-day crowdfund promotion timeline and initial analysis of the market.

•General Backer Reward: **All backers** receive an overlay image of Solaris to add to their social media icons or banners if they so please that shows support for Solaris by labeling them a "Solaris Supporter." This should drive some engagement as well as create a sense of community among supporters of the project.

Interestingly, while this proposal was much less detailed than future ones, there are some promotional ideas that did not make it into the final campaign, like this one

June

A short time after we had shared our initial pitch, we had it reviewed by Dreamtonics and began to work on expanding it and figuring out further logistics. Near the end of the month, Dreamtonics publicly unveiled the details of Synthesizer V Studio, and we had our first live meeting with Dreamtonics' founder Kanru Hua to refine our pitch further. This month we also had SOLARIA's key artist Superstellar officially sign onto the project, and the near-final version of SOLARIA's design was completed.



Concept sketch by Niamh showing near-final design

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July & August

Throughout July & August we continued expanding our crowdfund pitch, detailing our company plans, and refining our company logo. While there is not a lot of development we can share from these months, it was a highly productive month for internal planning.

In the beginning of July, we created our "Market Analysis and Marketing Plan" document, and drafted 5 pages of outline for it, as well as beginning detailed financial market analysis of the English vocal synthesis user base and potential user base. This document would end up being our most important asset in the days to come.

September

September was when we finalized our character mascot concept for SOLARIA, and sent the turnaround references to Superstellar for the creation of the official artwork. We also completed our research and planning for the Market Analysis document, and it steadily grew in size from a 5 page outline to a 17 page master document of every consideration made in the process of creating the project up to this point. We also created an enormous spreadsheet with all current public interest in synthesized English vocals that we could find to pinpoint the best marketing strategy and vocal tone to aim for.

While the story of SOLARIA's design in this document ends here, you can view higher quality versions of all concept artwork shared here and more in the Concept Art PDF, which all supporters received in August 2021.



A fun "graph" created by Niamh during one of our meetings where we discussed engagement

During September we also created the Eclipsed Sounds website and additional social media accounts, and devised social media strategy documents. This was also the month we decided on having small character merchandise exclusive to the crowdfunding campaign, and carefully choosing the artists we wanted to work with for the merchandise based on our public image goals.

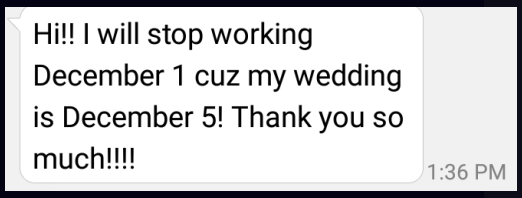
This month also brought with it the beginning of the revision of our crowdfund planning document. While we had already revised the "pitch" portion of our initial proposal, we decided to completely overhaul the crowdfund plan document as well.

This document also quickly became one of our most important resources.

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October

In October, we made the decision to move forward with Dreamtonics' suggestion of creating a Synthesizer V test voice database before proceeding with the project to ensure we would be getting the vocal tone we intended. At this time, we were planning on a Standard style voice database, so the test voice database was planned to be a tiny subset of the number of recordings required for a full-capability pitch of English. This database was intended purely to judge if Emma Rowley's voice would be processed well by the engine. The test was slated to begin in December, however, we were critically aware that the recordings could not be done in the beginning of December, because Emma Rowley was getting married on December 5th!

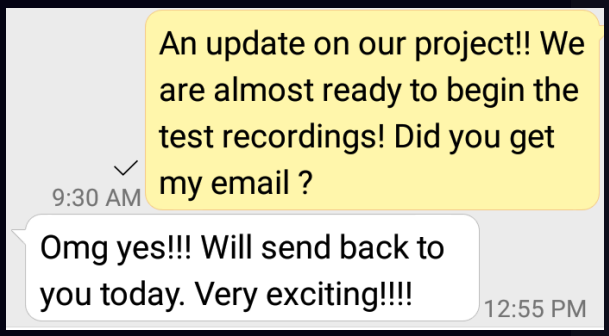


Excerpt from correspondence with Emma in October of 2020

At the end of the month, we also received the first glimpse of what the official illustration would look like in the form of sketch drafts from Superstellar, and were immediately proven right that she was the perfect choice of illustrator. For the first time of many, SOLARIA became real!

November

Excerpt from correspondence with Emma in November of 2020



When November 2020 hit, we all heard about Synthesizer V AI for the first time! We originally considered aiming for an AI database as a stretch goal for our crowdfund after learning about it, and we were considering making it the primary goal of the campaign. Emma Rowley got back to us about the test voice library schedule, and being able to set aside some time for the test recordings. At the end of November, the test voice library recording began and we decided to have Emma record the strings at A3, since that was about the average pitch of her original song, "Miles", which we hoped to use for our demonstration for the crowdfund launch.

Unexpectedly, our draft crowdfund campaign on IndieGoGo was slated to be deleted for not launching within a certain number of days of creation - we expected to be able to use this draft campaign to fine-tune the crowdfund more over time, but we moved everything into a document to continue working on the crowdfund campaign.

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December

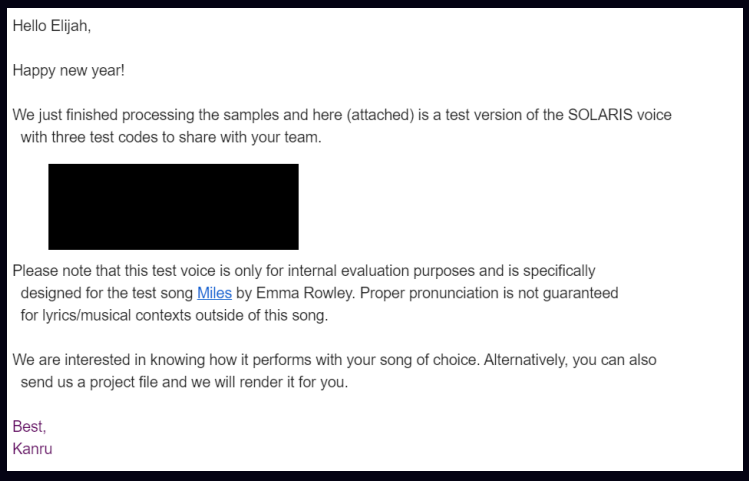
About one week after Emma Rowley's wedding in December, we delivered the final set of recordings for the test voice database to Dreamtonics. During this process, Emma recorded a total of 6 takes of the test voice script, going above and beyond for the project. Internally at this time, we had the first serious talks about choosing an AI voice database over a Standard voice database for the crowdfunding campaign. AI would be more cost effective, as a Standard database must be recorded in a recording studio to maintain quality, but an AI database could be recorded at a home studio with sufficient noise processing.

Around this time, Superstellar also delivered the near-completed key artwork for the project, and we were able to see the project truly taking shape.

2021

Now that it was nearly 2021, every piece of the project was in motion. Dreamtonics was working on configuration for the test database, Superstellar was perfecting the key artwork, and our website, logo, and crowdfund plan were all being developed over time.

January



Hello Elijah,

Happy new year!

We just finished processing the samples and here (attached) is a test version of the SOLARIS voice with three test codes to share with your team.

[redacted]

Please note that this test voice is only for internal evaluation purposes and is specifically designed for the test song Miles by Emma Rowley. Proper pronunciation is not guaranteed for lyrics/musical contexts outside of this song.

We are interested in knowing how it performs with your song of choice. Alternatively, you can also send us a project file and we will render it for you.

Best,
Kanru

Email from Kanru Hua at Dreamtonics regarding the test voice database, with activation codes blacked out

On January 21st, 2021, we received the test voice database! At this point, the voice was only for internal evaluation and we did not believe we would be using it for crowdfund promotional purposes. At this time, we evaluated the quality of the sound and determined that the tone qualities were good enough to proceed with the project further, so we contacted MystSaphyr, Edlinklover, and SOCKY to inquire about having them illustrate for crowdfund rewards.

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February

In February we made the decision to move forward with an AI voice database instead of a Standard one, and additionally made the decision to go ahead with using the test voice database for crowdfund promotional purposes. At this time, we made the first draft of our crowdfund launch video, and got the first drafts of crowdfund reward merchandise from our merchandise artists! All of the sketches were amazing and captured SOLARIA so well, and seeing the design work so well in different art styles helped to confirm to us that the character design side of the project was good-to-go.

We also spent more time in February creating the first draft of a fine-tuned promotional timeline that lasted from one week before the crowdfund campaign to the end of the campaign. We used this as our "master document" for crafting social media strategy and for planning promotional work over the crowdfund schedule.



During February, Taylor worked on the first draft of SOLARIA's logo, with the end font chosen and the embellishments decided upon, and the final Eclipsed Sounds logo was created. (below)

Eclipsed Sounds

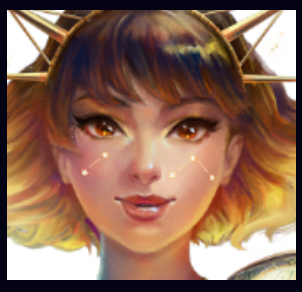
During February we also had a great deal of visual graphics work progress made for the crowdfunding campaign, including logo updates and section banners for the crowdfund page.



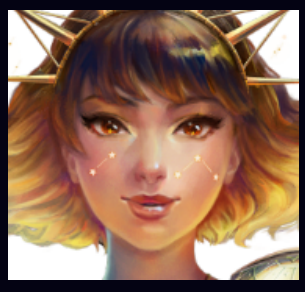
A test crowdfund banner created with the beta version of SOLARIA's key artwork.

March

As soon as March began, we were surprised with an update to SOLARIA's key artwork from Superstellar that edited her facial proportions to more closely suit the voice after listening to a sample of the test voice database.



Old

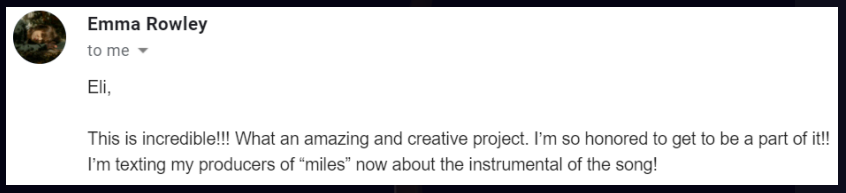


New (Current)

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March (Continued)

Also early into March, SOCKY completed their acrylic charm design, and Emma Rowley got the instrumental for Miles to us so that we could use it as the demonstration song for the crowdfund promotion video. We also completed the Synthesizer V project for the song around this time.


Emma Rowley
to me

Eli,

This is incredible!!! What an amazing and creative project. I'm so honored to get to be a part of it!! I'm texting my producers of "miles" now about the instrumental of the song!

Email correspondence with Emma about the instrumental for her song "Miles"



We created the SOLARIA Team Stickers reward for the crowdfund around this time as well, and wrote the tier descriptions for the crowdfund plan at this time.

In mid March, we had an in-depth meeting about the crowdfunding plan with Dreamtonics' Kanru Hua, but in the lead up to this meeting there was an absurd number of inconveniences and unlucky events that ended with one of the team members, Taylor, having to conduct the meeting from outside on her college campus at 10 PM. Despite the bad luck, the meeting was very productive and helped to clarify a lot of our plan as well as confirming a launch data of mid-May. This was later than our original plan intended, but the extra time would allow us to further polish the campaign and promotional material.

April

In April, we turned our sights on creating multiple short demonstrations for the test database, with the intention of posting them over the course of the crowdfund. Many of these demonstrations were formatted for TikTok, which we believed to be a possible way of reaching new interested parties. *Unfortunately, many of these demonstrations would never see the light of day, as we decided not to muddy the waters with too many demonstrations of the test database, since it would not represent the quality of the final voice.*

By the end of April, our initial teaser posts were ready for posting on our primary social media account.

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May

At last, the culmination of all our hard work was upon us in May of 2021. We started off the month by renewing our website's domain name, reviewing an almost final draft of our crowdfund campaign video. On May 8th, one of our 4 members at this time, Taylor, graduated from college. That same day, Niamh conducted a promotional interview with Emma Rowley, and we made final campaign edits. The interview with Emma was later posted on our YouTube channel, and is still available now. On May 10th, we posted our first short vocal preview and launched our crowdfund preview page. From the beginning of the project, we were concerned with providing the utmost transparency to everyone interested, and in the interest of this transparency, the whole team was clear from the first day about their involvement with and role in the project. The next day, we uploaded a longer preview of the test vocal, and also revealed SOLARIA's character mascot design. GHOST and Circus also signed on that day as demo songwriters - we would have liked to have demo songwriters signed on for the project earlier, but we were concerned about this inviting the possibility for leaks. The excitement and support from the vocal synthesis community spoke volumes to us, especially considering we knew even at the time that the sound of the test database would not even hold a candle to the capabilities SOLARIS' full AI voice database would have.

However, we ran into an issue on May 13th, the day before our full crowdfund page was slated to launch. The funds recipient page of the crowdfund, which had been indicated as completed just days earlier, now showed an error in authentication which could potentially take several days to re-process. After a few hours of stress on Elijah and Taylor's part, it was able to be fixed and processed with the utmost expediency and we were back on track for launch.

Crowdfund Launch Day

On the 14th, we made it to the most important moment of the whole project: crowdfund launch day. At midnight, we launched the crowdfund page and within just 24 hours, we had already fundraised 26% of our goal. This was the defining moment of the project, after years of preparation, we could breathe a sigh of relief and satisfaction to move on to the true crowdfunding phase of the project.

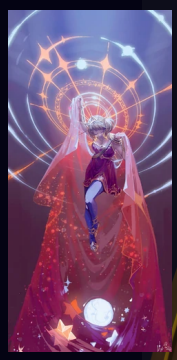
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*Want to hear some of our scrapped promotional work with the test voice? Click **here**. (page password in table of contents)*

May (continued)

Seeing the community support from the get go really confirmed for us what we had seen all along in our market research, SOLARIA was shaping up to fill a real need in vocal synthesis, and was going to happen no matter what. Shortly after we launched the crowdfund page, another one of our members, Niamh, also graduated college on May 17th, and we continued to see outstanding financial support on our crowdfund page. On May 21st, Meltberry signed on for demo songwriting, and several days later we had our first instance of non-vocal synth community news coverage, as our crowdfunding project was covered by the website MusicRadar.

(right) contest winning artwork by NixieBlue



June

In June, we were about halfway through the campaign when Flanger Moose signed on for demo songwriting. Our official character artist Superstellar independently made an incredible new piece of art featuring SOLARIA to celebrate the projected success of the crowdfund. We also ran two contests during this month, the first one was an illustration contest that ran until June 26th, and was won by user NixieBlue with an incredible illustration of SOLARIA.

The second was a design contest where community members were asked to create an "Eclipsed Design" for SOLARIA. The Eclipsed design was meant to represent how SOLARIA could be a vessel for the creative energy of users, and the winning entry would be announced at the end of August. On the 22nd, we publicly announced an investing private sponsor that pushed us even closer to our goal, and on June 24th, we fully funded our crowdfund campaign 3 days ahead of schedule!

On the last day of the campaign, we publicly announced a decision we had come to a short while earlier, to change the name of our project from SOLARIS to SOLARIA to better invoke the feeling of a singer on name alone. On the last day of the crowdfund, we also had our first official box mockup shown to community members! *Due to the requests of community members, we later switched from the standard size shown in this mockup to the double-width size box that we ended up producing.*

In late June, we assisted Dreamtonics with the configurations for the masculine vocal that would later be released in February of 2022 - Synthesizer V Kevin.

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July

July brought us the first look at Flanger Moose's demo song, which was incredible from the very first draft. Ever since the first look, he really demonstrated exactly what we were hoping he would, with the "most common" use case of SOLARIA as an addition to an electronic music piece. We were also able to get a look at the first draft of the video illustrated expertly by irarugii, and we were beyond impressed even just at that early stage. GHOST also delivered their first work-in-progress this month, and we were very excited by the unique sound it would provide compared to SOLARIA's other demo songs, and the way it would showcase the unique opportunity of using a digital singer. This month, after many requests to do so, we commissioned Superstellar for a character reference sheet for SOLARIA and delivered it in a crowdfund update.

August

August was supposed to be a big month for us internally - the recording process for SOLARIA would finally begin! Unfortunately, Emma Rowley contracted COVID-19 and would not be able to record for a large portion of the month, so the recordings had to be delayed while she recovered.

In the meantime, online artist *staticcoceans* was chosen as the Eclipsed Design contest winner after days of contentious debate internally, and we were able to get his winning design sent to Superstellar for the start of the official illustration. We really loved the initial draft Superstellar was able to create that encapsulated the feeling of this alternate design, and by the end of the month the full work was finished and shown off to community members. We also received the final DVD case guidelines for creating the official physical edition of Synthesizer V SOLARIA, and could move forward with some parts of producing the final design for the DVD insert. However, this would need to be on hold until we would know the capabilities of the final voice database.

On the voice development front, while we had already finished the majority of our assistance with Kevin in June and July, we used the extra time while Emma was sick to assist with minor configuration assistance for Dreamtonics' masculine Japanese AI vocal Ryo. We completed this work on Ryo as Emma Rowley recovered, and by mid August we had our first round of samples for SOLARIA! After quality checking them, we would move on to processing them in September.

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September

Throughout September, the recordings would go through an extremely thorough noise removal and audio clean-up process led by Taylor, which took quite a lot of time during the production pipeline due to the number and length of samples.

We also met with Emma Rowley's agent to iron out final terms for the database and get a formal contract written out that also laid out terms for future work - such as her upcoming signatures on the physical editions. Also regarding physical merchandise, we completed the preparation of print-ready merchandise files at the end of this month.

October

October allowed us to complete many of the project aspects that we had started the month prior. The audio clean-up was completed by mid October, and at the end of October we were ready to move onto the next stage. This month, we also placed our order with the manufacturer for some of the crowdfunding rewards. Shortly after, Circus shared his first work-in-progress of his demo song "Dawn" with us - and we were amazed at how well he fulfilled our requests - delivering a demo that would show SOLARIA's range, power, realism and flexibility. Now all it needed was SOLARIA! We also heard Meltberry's demo for the first time, and knew for certain that all 4 of our demo songs would showcase different aspects of SOLARIA's project and voice. We were so excited to see how their vocals would blend with SOLARIA's in the final version, which would help to showcase SOLARIA as a viable duet partner!

November

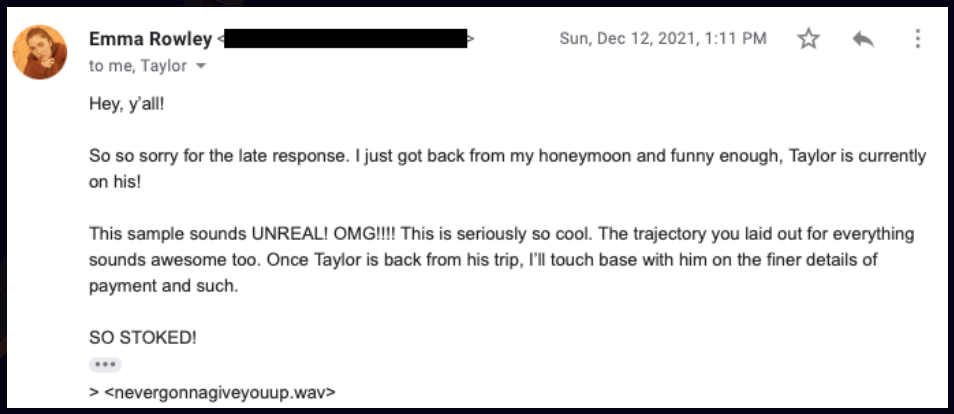
In November, the merchandise was still in production and we were working on the configuration stage of SOLARIA's voice database. During this stage, we split the work as evenly as possible and had frequent team meetings, writing and revising configuration reference documents as we worked on the voice. Every sample was first configured, and then checked by a different team member, and then at the end all of the samples were checked for consistency by Taylor before they were delivered for AI processing. By following rigid quality assurance standards and practices, dividing labor equitably, and ensuring consistent choices were made, we were able to complete the voice database sample set-up by the end of November and sent it off for Dreamtonics to initiate AI processing for the voice.

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*Want to hear the first sample we heard of SOLARIA's completed voice? Click **here**. (page password in table of contents)*

December

At the beginning of December, we heard from the manufacturer that, due to global supply chain strain, our merchandise would be delayed until early 2022. We continued to press on with other merchandise preparation in the meantime. On December 7th, we heard the first sample of the completed AI voice for SOLARIA! After years of work, SOLARIA was finally complete, but there was still work ahead. We began testing the vocal database to ensure it met our standards, and were very pleased with how it turned out. However, we noticed that the default Synthesizer V English dictionary, which determines the way a vocal will pronounce words, did not quite fit perfectly with the way that SOLARIA's voice provider, Emma Rowley, would naturally sing those words. In response to this, one of our team members began the production of a custom English dictionary for SOLARIA which would include any words that we came across that did not sound perfect. To increase the coverage of the dictionary, we also manually checked the 3000 most common English words for any stand-out issues.



Emma Rowley <[redacted]> Sun, Dec 12, 2021, 1:11 PM

to me, Taylor

Hey, y'all!

So so sorry for the late response. I just got back from my honeymoon and funny enough, Taylor is currently on his!

This sample sounds UNREAL! OMG!!!! This is seriously so cool. The trajectory you laid out for everything sounds awesome too. Once Taylor is back from his trip, I'll touch base with him on the finer details of payment and such.

SO STOKED!

> <nevergonnagiveyouup.wav>

On December 12th, Emma Rowley returned from her honeymoon and was able to listen to that initial AI sample as well, and was just as impressed as we were! A few days later, we also decided to reverse our initial decision and confirm the creation of a lite voice database for SOLARIA. The very next week, we were introduced to the cross-lingual update for AI libraries, and opted in to have SOLARIA be able to sing in not only English, but also Chinese and Japanese! This ended up being an elegant, high quality, and cost-effective way to fulfill the requests of crowdfund supporters who hoped to have her sing in Japanese. Throughout December, we were able to show the short versions of all 4 demonstration songs, thanks to the incredible level of collaboration each one of our demo songwriters was willing to work with.

On New Years' Eve, we let our crowdfund backers know that they would be receiving the completed AI voice database on January 12th, one week before the slated commercial release. New Year's was also busy for other reasons - as pre-orders would begin on the first.

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2022

This year, SOLARIA would finally become real. We had prepared as much as we could, and it was time to open pre-orders.

January

When pre-orders opened, we were immediately shocked by the amount of orders on the very first night. We had made the assumption that most interested users inside of the vocal synthesis community had contributed during the crowdfunding period, however, we learned quickly this was not the case. Additionally, we had expected to have to pursue our long term marketing campaign to reach more traditional musicians, but the orders soon showed us that the interest was already there from users who had not experienced vocal synthesis before. (Regardless, we still hope to pursue that marketing campaign in the long term!)

At the beginning of the month, Taylor put the finishing touches on the first versions of the scripts to be included with SOLARIA, and completed the revised dictionary. To further expand SOLARIA's language capabilities, a Japanese-phonetics-to-Spanish-pronunciation dictionary was created as well for usage with SOLARIA in Synthesizer V Studio Pro while she is running in Japanese pronunciation mode. While the Spanish dictionary is by no means perfect, it helps to provide a base for the user to expand SOLARIA's capabilities.

SOLARIA was released to crowdfund backers on January 12th, 2022. On this day, we distributed 215 digital versions of SOLARIA to our crowdfund backers. Almost immediately, we were overwhelmed by the amount of support and the number of usages we saw uploaded by the community. Beyond anything else, we were incredibly grateful for the support and passion of our supporters - and we are sincerely thankful that you enjoy SOLARIA! We also partnered with Circus for an unplanned promotion during his livestream on the 13th where he unveiled an absurd number of SOLARIA covers that he had been working on apparently just for fun. While we didn't know this livestream was coming, once we were made aware we offered to provide a sale coupon during the stream. SOLARIA released officially on January 19th.

By the end of January, the full versions of each demo song had also been uploaded.

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After SOLARIA's commercial release, IrunaBara left amicably from the Eclipsed Sounds team to focus on his health and education. We are grateful for his contributions and wish him only the best in the future!

February

In February, we focused our sights on fulfilling physical crowdfund rewards. While the SOLARIA discs were caught in a snowstorm and the mailer boxes were delayed by uncharacteristic demand, we had the DVD case inserts printed locally near Taylor, the team member overseeing fulfillment. The small merchandise also arrived at this time. While the earliest days of February were a waiting game, we focused on providing customer support and re-formatting the contributor spreadsheet for fulfillment. Then, just at the beginning of February, nearly everything arrived at once. We sent the DVD inserts we needed signed to Emma Rowley, and arranged for the 3 remaining members of Eclipsed Sounds to meet in person to deal with the merchandise packing together. We were able to prepare all of the physical edition cases, bundle all of the merchandise, and fold an incredible amount of boxes. However, the data still needed to be burned to the discs. With a burn speed of about 4 minutes, and over 130 to be loaded, Taylor spent nearly 9 hours in total over the course of a week preparing the discs! However, this ensured that the most recent installer and versions of the scripts were able to be included on the discs.



March

As of this moment writing the final additions to the production diary, we have mailed out just under half of the crowdfund rewards tiers. The Ultrafan and Superfan tiers are delayed as we wait for the t-shirt rewards to arrive after more snow, and the autographed physicals are set to ship tomorrow. Earlier this month, we nearly ran out of stock temporarily for SOLARIA activation codes after an unanticipated swell in demand! However, we are now fully stocked for the future! Later this month, we anticipate a return to promotional usages of SOLARIA on the Eclipsed Sounds accounts, after a break to spotlight supporter and customer usages of SOLARIA.

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Moving Forward

As of now, that's everything regarding SOLARIA's conceptualization and production! We hope you enjoyed this detailed look at the project. Please understand that many aspects of the project had to be simplified or excluded for compliance with non-disclosure agreements with our business partners and contributors. There is so much more we wish we could have included, but we added everything that we could. However, if you have any questions about the production diary, or would like any clarifications, please email us at contact@eclipsedsounds.com and we will do our best to answer you!

This project was a labor of love from start to finish, and now that it is complete, SOLARIA in effect "belongs to" all of the supporters and users just as much as she "belongs to" us here at Eclipsed Sounds. We hope you enjoy using SOLARIA and that she brings light to your creative projects, and that you can find a voice in her.

Thank you for your incredible support. We will continue to do our utmost to fulfill the needs of vocal synthesis users and provide support to the community of music software enthusiasts that made SOLARIA's production possible and continue to support her today.

Eclipsed Sounds

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